AMIGOS DEL AMSTRAD

AÑO II N.º 9

295 PTS.

- CHINOS
- LOTO
- REPRESENTACIONES
- RANCHO
- SINTETIZADOR
- QUINIELAS
- DIBUJANDO
- EJEMPLOS
- HECHIZO
- TEST
- NEVERA
- PASILLO
- TRANS-SPAIN
- BI-LASER



TODO SOBRE EL

N.º 17 690 Ptas.

AMSTRAD

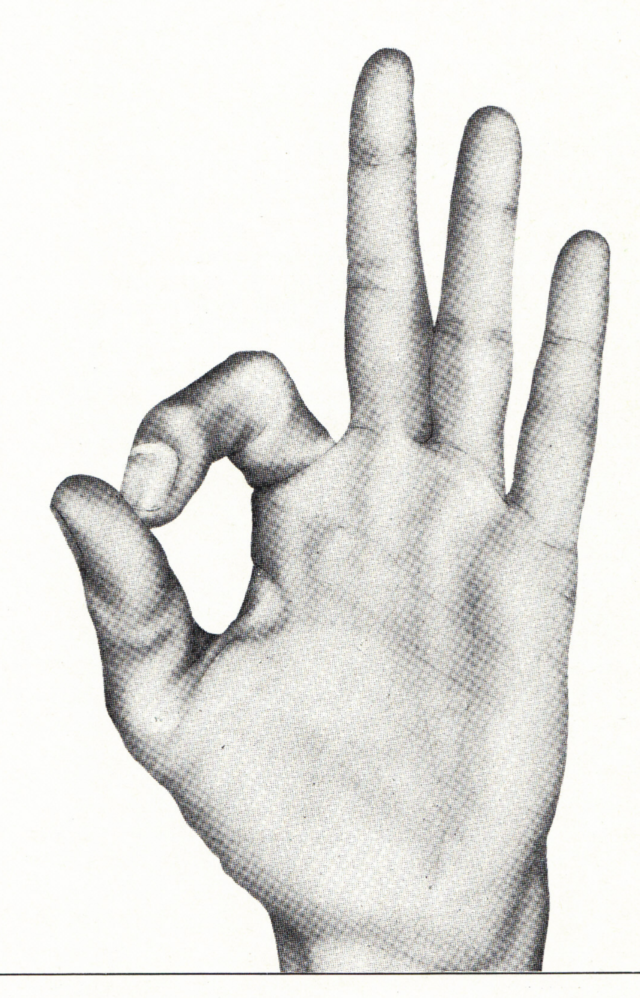
COLONIZA

SELECCION DE LOS MEJORES PROGRAMAS

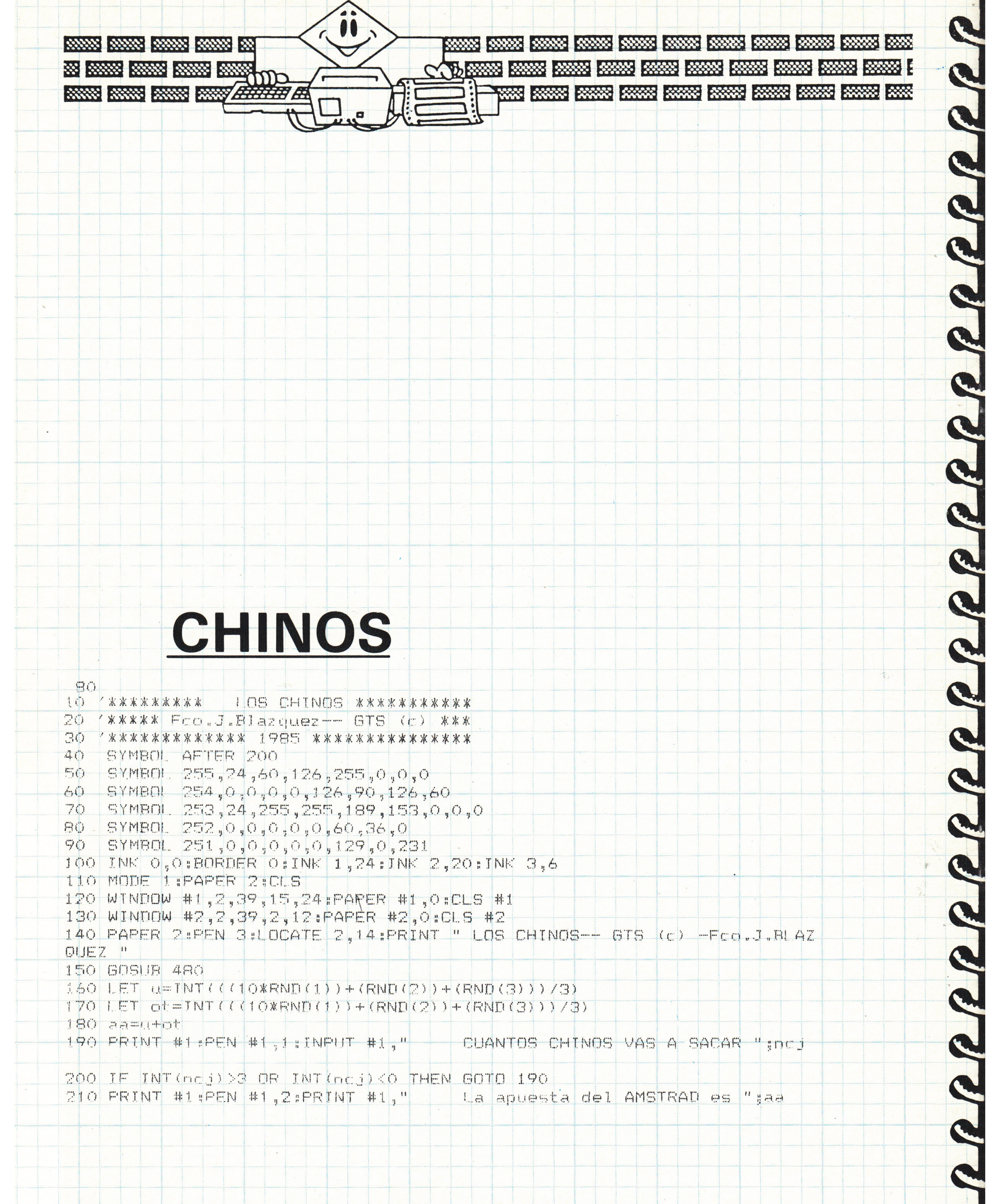
AMIGOS DEL
AMSTRAD

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Edita: Editorial GTS. C/. Bailén, 20. 1.º Izda. 28005 MADRID. **Secretaria Redacción:** Margarita Rancero. **Colaboradores:** Eugenio Garrido, J.F. Martínez, J. Bernal, R. Carralón, J. Ramos, Juan Jesús Ortega. **Dirección Artística y Técnica:** Carlos Gorrindo. **Publicidad:** Bailén, 20. 1.º. 28005 MADRID. **Imprime:** GREFOL, S. A., Pol. II, La Fuensanta, Móstoles (Madrid). **Distribuye:** R.B.A. Promotora de Ediciones, S. A. Trav. de Gracia, 56. Atico 1.ª. Teléfono: 200 82 56. **Depósito Legal:** M. 3.988-1986.



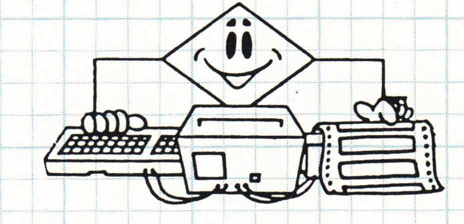
CHINOS

```
 80
10 '*********   LOS CHINOS ***********
20 '***** Fco.J.Blazquez-- GTS (c) ***
30 '************* 1985 ***************
40  SYMBOL AFTER 200
50  SYMBOL 255,24,60,126,255,0,0,0
60  SYMBOL 254,0,0,0,0,126,90,126,60
70  SYMBOL 253,24,255,255,189,153,0,0,0
80  SYMBOL 252,0,0,0,0,0,60,36,0
90  SYMBOL 251,0,0,0,0,0,129,0,231
100 INK 0,0:BORDER 0:INK 1,24:INK 2,20:INK 3,6
110 MODE 1:PAPER 2:CLS
120 WINDOW #1,2,39,15,24:PAPER #1,0:CLS #1
130 WINDOW #2,2,39,2,12:PAPER #2,0:CLS #2
140 PAPER 2:PEN 3:LOCATE 2,14:PRINT " LOS CHINOS-- GTS (c) -Fco.J.BLAZ
QUEZ "
150 GOSUB 480
160 LET u=INT(((10*RND(1))+(RND(2))+(RND(3)))/3)
170 LET ot=INT(((10*RND(1))+(RND(2))+(RND(3)))/3)
180 aa=u+ot
190 PRINT #1:PEN #1,1:INPUT #1,"      CUANTOS CHINOS VAS A SACAR ";ncj

200 IF INT(ncj)>3 OR INT(ncj)<0 THEN GOTO 190
210 PRINT #1:PEN #1,2:PRINT #1,"      La apuesta del AMSTRAD es ";aa
```

```
220 PRINT #1:PEN #1,1:INPUT #1,"          APUESTA ";aj
230 IF INT(aj)>6 OR INT(aj)<0 THEN GOTO 220
240 PEN #1,2:PRINT #1:PRINT #1,"       LA APUESTA DEL AMSTRAD ES ";aa
250 PEN #1,1:PRINT #1:PRINT #1,"       TU APUESTA ES ";aj
260 PEN #1,3:PRINT #1:PRINT #1,"                 PULSA TECLA ":WHILE INKEY$
="":WEND:CLS #1
270 PRINT #1:PEN #1,1:PRINT #1,"  TU HAS SACADO ";ncj;" Y EL AMSTRAD";
u;"                                      POR TANTO EL RESULTAD
O ES ";u+ncj
280 IF aa=u+ncj THEN ta=ta+1:FOR m=1 TO 1500 STEP 100:SOUND 4,m,10,14:
NEXT
290 IF aj=u+ncj THEN tj=tj+1:FOR m=2000 TO 500 STEP-100:SOUND 4,m,10,1
4:NEXT
300 PRINT #1:PEN #1,2:PRINT #1,"       PUNTUACION AMSTRAD ";ta
310 PRINT #1:PEN #1,3:PRINT #1,"        PUNTUACION TUYA ";tj
320 GOSUB 350
330 PEN #1,1:PRINT #1:PRINT #1,"            PULSA TECLA":WHILE INKEY$="":
WEND
340 CLS #1:CLS #2:GOTO 160
350 LET at=ncj
360 PRINT CHR$(22)
370 LOCATE 4,4:PEN 3:PRINT "TUS CHINOS:"
380 LOCATE 6,6:PEN 2:PRINT STRING$(at,CHR$(255))
390 LOCATE 6,6:PEN 1:PRINT STRING$(at,CHR$(254))
400 LOCATE 6,7:PEN 3:PRINT STRING$(at,CHR$(253))
410 LOCATE 6,7:PEN 2:PRINT STRING$(at,CHR$(252))
420 LOCATE 6,7:PEN 1:PRINT STRING$(at,CHR$(251))
430 PEN 0:LOCATE 3,12:PRINT CHR$(22),1:PEN 1
440 LET at=u
450 LOCATE 28,4:PEN 2:PAPER 0:PRINT "SUS CHINOS:"
460 PRINT CHR$(22):LOCATE 32,6:PEN 2:PRINT STRING$(at,CHR$(255)):LOCAT
E 32,6:PEN 1:PRINT STRING$(at,CHR$(254)):LOCATE 32,7:PEN 3:PRINT STRIN
G$(at,CHR$(253))
470 LOCATE 32,7:PEN 2:PRINT STRING$(at,CHR$(252)):LOCATE 32,7:PEN 1:PR
INT STRING$(at,CHR$(251)):PEN 2:PAPER 2:LOCATE 1,13:PRINT CHR$(22),1:P
EN 1:PAPER 0:RETURN
480 GOSUB 580:FOR k=1 TO 145
490 READ no
500 ENV 3,1,1,10
510 SOUND 3,no,6,14
520 SOUND 2,no*2,6,14
530 NEXT
540 DATA 84,84,84,84,84,84,84,84,84,84,95,95,95,95,106,106,106,106,106
,106,106,106,113,113,113,113,127,127,127,127,127,127,127,127,127,127,1
27,80,80,80,80,80,80,80,80,80,84,84,84,84,95,95,95,95,106,106,106,106,
95,95,95,95,80,80,80,84,84,84,84,84,84,84,84
550 DATA 0,0,0
560 DATA 80,80,80,80,80,80,80,80,84,84,84,95,95,95,95,95,95,95,80,80,8
0,84,84,84,84,84,84,84,106,106,106,127,127,127,127,127,127,127,127,113
,113,113,84,84,84,95,95,95,106,106,106,113,113,113,106,106,106,127,127
,127,127,127,127,127,127,127,127,127,127,127
```

```
570 CLS #2:RETURN
580 PRINT CHR$(22):LOCATE 3,6:PEN 2:PRINT STRING$(36,CHR$(255)):LOCATE
 3,6:PEN 1:PRINT STRING$(36,CHR$(254)):LOCATE 3,7:PEN 3:PRINT STRING$(
36,CHR$(253)):LOCATE 3,7:PEN 2:PRINT STRING$(36,CHR$(252)):LOCATE 3,7:
PEN 1:PRINT STRING$(36,CHR$(251)):PEN 2
590 LOCATE 1,13:PRINT CHR$(22),1:PEN 1
600 LOCATE 14,4:PEN 3:PAPER 0:PRINT " LOS CHINOS ":RETURN
```





LOTO

```
10 '*********************************
20 '*        LOTERIA PRIMITIVA        *
30 '* Fco.j.Blazquez---- GTS (c)-'85 *
40 '*********************************
50 MODE 1:INK 0,0:BORDER 0:INK 1,26:INK 2,20:INK 3,6
60 LOCATE 10,2:PEN 1:PRINT "LOTERIA PRIMITIVA ":LOCATE 9,3:PEN 3:PRINT
 STRING$(19,"-")
70 FOR a=1 TO 360 STEP 3:DEG:ORIGIN 64,260:PLOT 50*SIN(a),50*COS(a),3:
ORIGIN 192,260:PLOT 50*SIN(a),50*COS(a),3:ORIGIN 320,260:PLOT 50*SIN(a
),50*COS(a),3:ORIGIN 448,260:PLOT 50*SIN(a),50*COS(a),3:ORIGIN 576,260
:PLOT 50*SIN(a),50*COS(a),3
80 ORIGIN 320,140:PLOT 50*SIN(a),50*COS(a),3
90 ORIGIN 448,140:PLOT 50*SIN(a),50*COS(a),2:NEXT
100 FOR a=1 TO 5:READ pn:LOCATE pn,9:PAPER 0:PEN 1:LET u=INT((50*RND(1
))+1):PRINT u:SOUND 2,u*10,15:NEXT
110 LOCATE 19,17:PEN 1:LET u=INT((50*RND(1))+1):PRINT u:SOUND 2,u*10,1
5
120 DATA 3,11,19,27,35
130 LOCATE 2,21:PEN 1:PRINT "Pulsa <a> para otra combinacion. ":PRINT:
PRINT " Pulsa <z> para elegir otro numero si    alguno esta repetido.
"
140 IF INKEY(69)=0 THEN GOTO 170
150 IF INKEY(71)=0 THEN GOSUB 180
160 GOTO  140
170 SOUND 1,200,20:CLEAR:GOTO 100
180 LOCATE 27,17:LET u=INT((50*RND(1))+1):PRINT u;" ":SOUND 2,10*u,10:
RETURN
```



REPRESENTACIONES

```
10 '**************** REPRESENTACIONES ** GTS.(c) ***** Frco.J.Blazquez
 *******
20 CLEAR:'INICIALIZACION COMPLETA
30 MODE 2:INK 1,26:INK 0,0:BORDER 0
40 GOTO 570
50 CLS:PRINT:PRINT:PRINT:INPUT " > Nombre de la funcion a representar
";cg$
60 PRINT:PRINT:PRINT:INPUT "   Introduce Maximo Valor > ";mv
70 PRINT:PRINT:INPUT "   Introduce valor de Enero > ";e
80 PRINT:PRINT:INPUT "   Introduce valor de Febrero > ";f
90 PRINT:PRINT:INPUT "   Introduce valor de Marzo > ";m
100 PRINT:PRINT:INPUT "   Introduce valor de Abril > ";a
110 PRINT:PRINT:INPUT "   Introduce valor de Mayo > ";my
120 PRINT:PRINT:INPUT "   Introduce valor de Junio> ";J
130 PRINT:PRINT:INPUT "   Introduce valor de Julio > ";jl
140 PRINT:PRINT:INPUT "   Introduce valor de Agosto > ";ag
150 PRINT:PRINT:INPUT "   Introduce valor de Septiembre > ";s
160 PRINT:PRINT:INPUT "   Introduce valor de Octubre > ";o
170 PRINT:PRINT:INPUT "   Introduce valor de Noviembre > ";n
180 PRINT:PRINT:INPUT "   Introduce valor de Diciembre > ";dic
190 PRINT:PRINT:PRINT "                    Pulsa <f> para ver grafica

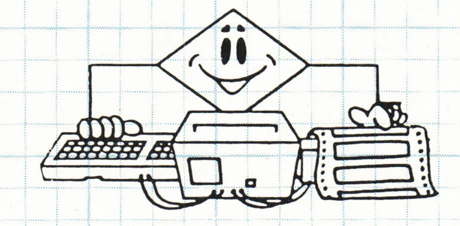
                                                        Pulsa <r>

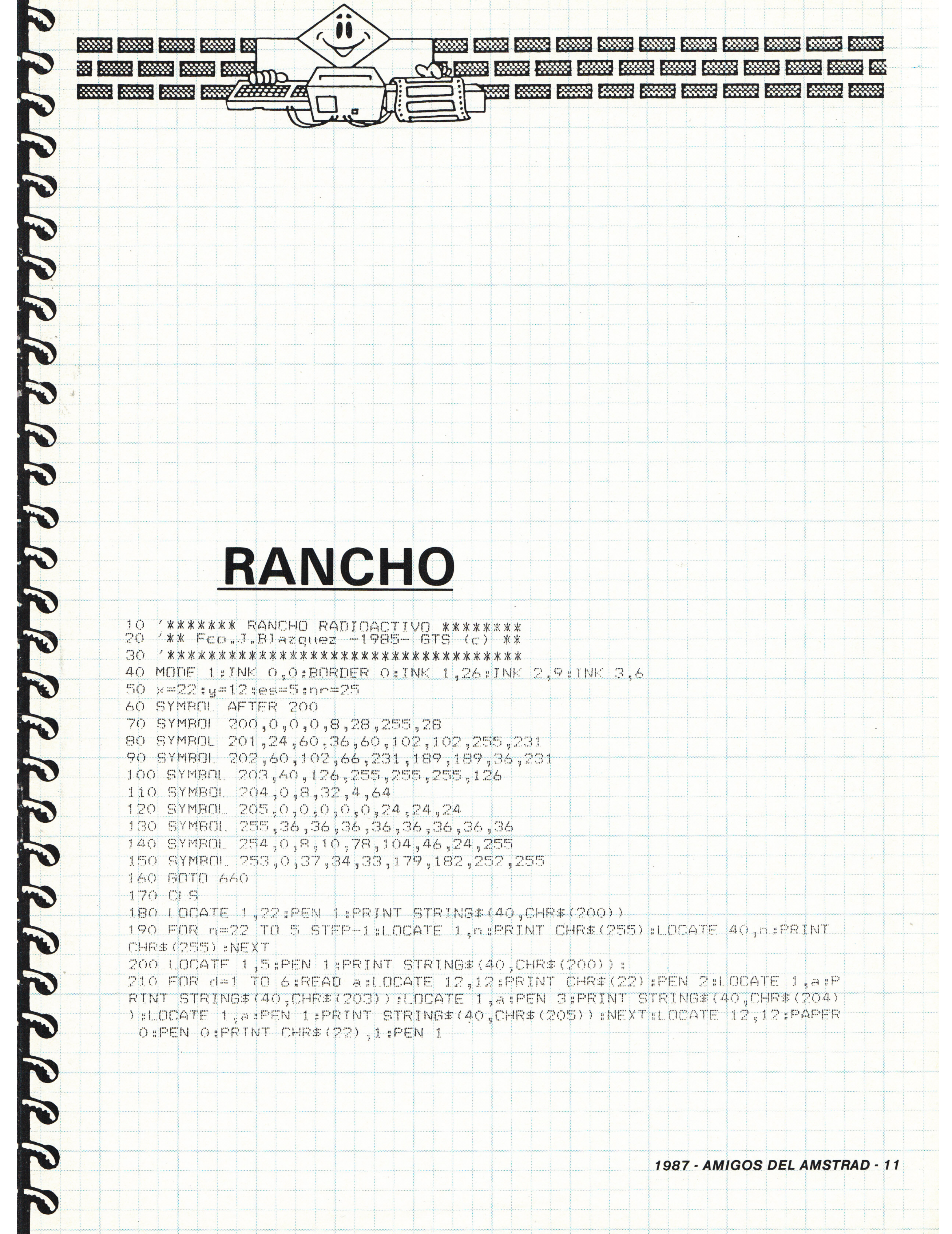
para rectificar "
```

```
200 IF INKEY(50)=0 THEN GOTO 50
210 IF INKEY(53)=0 THEN GOTO 230
220 GOTO 200
230 LET e=INT((180*e)/mv)
240 LET f=INT((180*f)/mv)
250 LET m=INT((180*m)/mv)
260 LET a=INT((180*a)/mv)
270 LET my=INT((180*my)/mv)
280 LET j=INT((180*j)/mv)
290 LET jl=INT((180*jl/mv))
300 LET ag=INT((180*ag/mv))
310 LET s=INT((180*s/mv))
320 LET o=INT((180*o/mv))
330 LET n=INT((180*n/mv))
340 LET dic=INT((180*dic/mv))
350 CLS
360 FOR lk=1 TO 5:ORIGIN 5+lk,5+lk:DRAW 0,369:ORIGIN 5+lk,5+lk:DRAW 60
0,0:NEXT
370 LOCATE 5,12:PRINT "  Ene  Feb   Mar   Abr  May   Jun   Jul   Ag  S
ept  Oct   Nov   Dic"
380 LOCATE 72,2:PRINT ROUND(mv,2):LOCATE 72,7:PRINT ROUND(mv/2,2):LOCA
TE 72,13:PRINT fg:LOCATE 72,18:PRINT ROUND(-mv/2,2):LOCATE 72,24:PRINT
 ROUND(-mv,2)
390 LOCATE 34,1:PRINT "[ ";cg$;" ]"
400 FOR h=1 TO 570 STEP 3.3:ORIGIN 20+h,200:PLOT 0,0:NEXT
410 FOR k=1 TO 550 STEP 3.3:ORIGIN 20+k,380:PLOT 0,0:ORIGIN 20+k,290:P
LOT 0,0:ORIGIN 20+k,110:PLOT 0,0:ORIGIN 20+k,20:PLOT 0,0:NEXT
420 FOR d=0 TO e STEP(e/10):FOR b=1 TO 35 STEP 2:ORIGIN 40+b,200:DRAW
0,d:NEXT:NEXT
430 FOR d=0 TO f STEP(f/10):FOR b=1 TO 35 STEP 2:ORIGIN 85+b,200:DRAW
0,d:NEXT:NEXT
440 FOR d=0 TO m STEP(m/10):FOR b=1 TO 35 STEP 2:ORIGIN 130+b,200:DRAW
 0,d:NEXT:NEXT
450 FOR d=0 TO a STEP(a/10):FOR b=1 TO 35 STEP 2:ORIGIN 175+b,200:DRAW
 0,d:NEXT:NEXT
460 FOR d=0 TO my STEP(my/10):FOR b=1 TO 35 STEP 2:ORIGIN 220+b,200:DR
AW 0,d:NEXT:NEXT
470 FOR d=0 TO j STEP(j/10):FOR b=1 TO 35 STEP 2:ORIGIN 265+b,200:DRAW
 0,d:NEXT:NEXT
480 FOR d=0 TO jl STEP(jl/10):FOR b=1 TO 35 STEP 2:ORIGIN 310+b,200:DR
AW 0,d:NEXT:NEXT
490 FOR d=0 TO ag STEP(ag/10):FOR b=1 TO 35 STEP 2:ORIGIN 355+b,200:DR
AW 0,d:NEXT:NEXT
500 FOR d=0 TO s STEP(s/10):FOR b=1 TO 35 STEP 2:ORIGIN 400+b,200:DRAW
 0,d:NEXT:NEXT
510 FOR d=0 TO o STEP(o/10):FOR b=1 TO 35 STEP 2:ORIGIN 445+b,200:DRAW
 0,d:NEXT:NEXT
520 FOR d=0 TO n STEP(n/10):FOR b=1 TO 35 STEP 2:ORIGIN 490+b,200:DRAW
 0,d:NEXT:NEXT
```

```
530 FOR d=0 TO dic STEP(dic/10):FOR b=1 TO 35 STEP 2:ORIGIN 535+b,200:
DRAW 0,d:NEXT:NEXT
540 LOCATE 20,24:PRINT "  PULSA <E> PARA OTRA REPRESENTACION "
550 IF INKEY(58)=0 THEN GOTO 10
560 GOTO 550
570 CLS:PRINT:PRINT:PRINT "                              R E P R E S E N T A C
 I O N E S                                                  ==============
====================== "
580 PRINT:PRINT "            La finalidad de este programa es la represe
ntacion grafica de
                                             cualquier tabla de valores.
Su forma es anual pero se puede emplear "
590 PRINT:PRINT "       sin tener en cuenta esta predisposicion del prog
rama.La representacion "
600 PRINT:PRINT "              es por medio de barras mensuales ,con una
 escala comparativa
                                               para poder apreciar no so
lo el valor relativo de cada barra respecto"
610 PRINT:PRINT "          a las otras, sino tambien su valor real.

                                        Introduce los datos segun te
los vaya pidiendo el ordenador "
620 PRINT:PRINT:PRINT:PRINT "                       PULSA TECLA <S> PARA
EMPEZAR "
630 PRINT:PRINT "===================== FCO.J.BLAZQUEZ-- 1985 -- G T S (
 c ) ======================"
640 IF INKEY(60)=0 THEN GOTO 50
650 GOTO 640
```



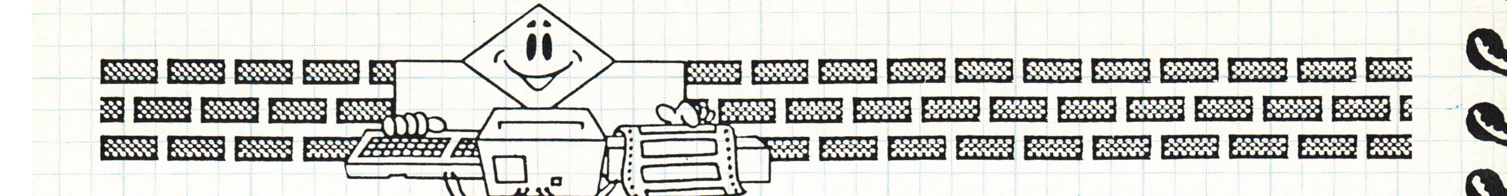


RANCHO

```
10 '******* RANCHO RADIOACTIVO ********
20 '** Fco.J.Blazquez -1985- GTS (c) **
30 '**********************************
40 MODE 1:INK 0,0:BORDER 0:INK 1,26:INK 2,9:INK 3,6
50 x=22:y=12:es=5:nr=25
60 SYMBOL AFTER 200
70 SYMBOL 200,0,0,0,8,28,255,28
80 SYMBOL 201,24,60,36,60,102,102,255,231
90 SYMBOL 202,60,102,66,231,189,189,36,231
100 SYMBOL 203,40,126,255,255,255,126
110 SYMBOL 204,0,8,32,4,64
120 SYMBOL 205,0,0,0,0,0,24,24,24
130 SYMBOL 255,36,36,36,36,36,36,36,36
140 SYMBOL 254,0,8,10,78,104,46,24,255
150 SYMBOL 253,0,37,34,33,179,182,252,255
160 GOTO 660
170 CLS
180 LOCATE 1,22:PEN 1:PRINT STRING$(40,CHR$(200))
190 FOR n=22 TO 5 STEP-1:LOCATE 1,n:PRINT CHR$(255):LOCATE 40,n:PRINT
CHR$(255):NEXT
200 LOCATE 1,5:PEN 1:PRINT STRING$(40,CHR$(200)):
210 FOR d=1 TO 6:READ a:LOCATE 12,12:PRINT CHR$(22):PEN 2:LOCATE 1,a:P
RINT STRING$(40,CHR$(203)):LOCATE 1,a:PEN 3:PRINT STRING$(40,CHR$(204)
):LOCATE 1,a:PEN 1:PRINT STRING$(40,CHR$(205)):NEXT:LOCATE 12,12:PAPER
 0:PEN 0:PRINT CHR$(22),1:PEN 1
```

```
220 DATA 23,24,1,2,3,4
230 FOR c=1 TO 100:ORIGIN 240+c,352:DRAW 0,25,1:ORIGIN 253+(c/8),362:D
RAW 0,8,0:NEXT:FOR c=1 TO 100:ORIGIN 315+(c/8),362:DRAW 0,8,0:ORIGIN 2
80+(c/5),352:DRAW 0,16:NEXT
240 FOR d=1 TO 60:ORIGIN 230+d,379:DRAW 0,(d/5),3:ORIGIN 350-d,379:DRA
W 0,(d/5),3:NEXT
250  FOR w=1 TO 17:LOCATE 2+(INT(40*(RND(1)))),6+(INT(17*(RND(1)))):PE
N 2:PRINT CHR$(254):NEXT
260  FOR w=1 TO 14:LOCATE 2+(INT(40*(RND(1)))),6+(INT(17*(RND(1)))):PE
N 3:PRINT CHR$(253):NEXT
270 'EVERY 100,1 GOSUB 400
280 LOCATE 3,2:PEN 3:PRINT " RESCATADOS:":LOCATE 6,4:PRINT " ";r;" ":L
OCATE 26,2:PRINT " CUENTA ATRAS:":LOCATE 31,4:PRINT " ";s;" "
290 LOCATE 3,23:PEN 3:PRINT " ESCAFANDRAS:";es;" "
300 LOCATE 22,23:PEN 3:PRINT " EN EL SUELO:";s;" "
310 LOCATE 18,4:PRINT "  "
320 LOCATE 8,25:PEN 2:PRINT "Fco.J.Blazquez-1985- GTS (c)"
330 GOSUB 590
340 LOCATE x,y:CALL &BD19:PEN 1:PRINT CHR$(202):LOCATE x,y:CALL &BD19:
PRINT " "
350 IF INKEY(69)=0 THEN y=y-1
360 IF INKEY(71)=0 THEN y=y+1
370 IF INKEY(30)=0 THEN x=x-1
380 IF INKEY(22)=0 THEN x=x+1
390 ORIGIN 0,0
400 IF NOT TEST((16*(x-1)),400-(16*y))=0 THEN GOSUB 510
410 LET nr=nr-1:PEN 3:LOCATE 31,4:PRINT " ";nr;" ":IF nr=0 THEN GOSUB
480
420 IF x<2 THEN x=2
430 IF x>39 THEN x=39
440 IF y<6 THEN y=6
450 IF y>21 THEN y=21
460 IF s>19 OR es<1 THEN 540
470 GOTO 340
480 LET nr=16:LET s=s+1:PEN 3:LOCATE 34,23:PRINT " ";s;" ":PEN 1:LOCAT
E 2+(INT(40*(RND(1)))),6+(INT(17*(RND(1)))):PRINT CHR$(201):RETURN
490 LET r=r+1:PEN 3:LOCATE 6,4:PRINT " ";r;" ":LET s=s-1:PEN 3:LOCATE
34,23:PRINT " ";s;" ":RETURN
500 LET es=es-1:PEN 3:LOCATE 15,23:PRINT " ";es;" ":SOUND 4,1000,2,15:
RETURN
510 IF TEST((16*(x-1)),400-(16*y))=1 THEN GOSUB 490
520 IF NOT TEST((16*(x-1)),400-(16*y))=1 THEN GOSUB 500
530 RETURN
540 WINDOW #1,2,39,6,21:CLS #1:PAPER 0:PEN 1:PRINT #1:PRINT #1:PRINT #
1:PRINT #1,"   ¡LA RADIOACTIVIDAD HA CONTAMINADO              TU RANCHO...
. HUYE!!!"
550 PRINT #1:PRINT #1:PRINT #1:PRINT #1,"     MIRA LOS MARCADORES Y PRE
PARATE                                                        PARA OTRO I
NTENTO."
560 FOR ab=0 TO 35 STEP 2:LOCATE 4+ab,18:PRINT CHR$(22):PEN 2:LOCATE 4
+ab,18:PRINT CHR$(203):LOCATE 4+ab,18:PEN 3:PRINT CHR$(204):LOCATE 4+a
b,18:PEN 1:PRINT CHR$(205):NEXT:LOCATE 12,12:PAPER 0:PEN 0:PRINT CHR$(
22),1:PEN 1
```

```
570 FOR ab=0 TO 35:PEN 1:LOCATE 4+ab,20:PRINT CHR$(200):NEXT
580 CLEAR:RESTORE 630:GOSUB 590:CLEAR:RESTORE 630:GOSUB 590:CLEAR:GOTO
 40
590 FOR k=1 TO 110:READ no
600 ENV 1,15,1,2,1,0,5,15,-1,4
610 ENT 1,100,1,2
620 SOUND 1,no*1.5,17,14:NEXT
630 DATA 319,319,319,284,284,284,253,253,253,213,213,213,213,213,213,1
90,190,190,213,213,213,239,239,159,159,159,159,159,159,319,319,319,284
,284,284,253,253,253,213,213,213,213,213,190,190,190,213,213,213,239,2
39,239,284,284,284,284,284,284,319,319,319
640 DATA 284,284,253,253,253,213,213,213,213,213,190,190,190,213,213,2
53,253,253,319,319,319,319,319,319,159,159,159,159,159,159,190,190,190
,213,213,190,190,190,319,319,319,284,284,284,253,253,253,253,253
650 RETURN
660 CLS:LOCATE 1,24:PEN 1:PRINT STRING$(40,CHR$(200)):FOR n=24 TO 2 ST
EP-1:LOCATE 1,n:PRINT CHR$(255):LOCATE 40,n:PRINT CHR$(255):NEXT:LOCAT
E 1,2:PEN 1:PRINT STRING$(40,CHR$(200))
670 LOCATE 12,6:PEN 1:PRINT "RANCHO RADIOACTIVO"
680 LOCATE 11,8:PEN 3:PRINT STRING$(19,CHR$(201))
690 WINDOW #6,2,39,10,24:PEN #6,1
700 PRINT #6,".      TRATA DE SALVAR TU RANCHO DE
                   LA LLUVIA DE MISILES MORTALES "
710 PRINT #6:PRINT #6,"    SOLO DISPONES DE 5 ESCAFANDRAS!!    "
720 PRINT #6:PRINT #6:PRINT #6,"                      MANDOS
         --------                          [A]-Subir           [Z]-B
ajar                                    [/]-Derecha
 [\]-Izda "
730 PEN 3:LOCATE 1,25:PRINT "          PULSA <E> PARA EMPEZAR "
740 IF INKEY(58)=0 THEN GOTO 170
750 GOTO 740
```



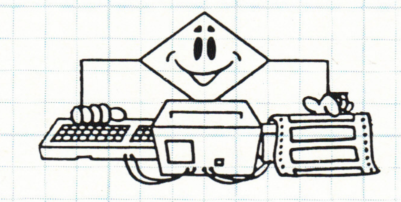
SINTETIZADOR

```
10 '************* SINTETIZADOR ********
20 '**** GTS (c) Fco.J.BLAZQUEZ ****
30 '*************** 1985 ***************
40 MODE 1:INK 0,0:BORDER 3:INK 2,26:INK 1,2:INK 3,3:PAPER 3:CLS
50 SYMBOL AFTER 140
60 SYMBOL 143,0,28,62,255,62,28,0,0
70 LET d=8:v=15
80 LOCATE 2,25:PEN 2:PAPER 3:PRINT "        GTS (c)-1985-Fco.J.Blazquez
"
90 WINDOW #1,29,39,1,12:PAPER #1,0:CLS #1
100 GOSUB 510 :LOCATE 4,1:PEN 1:PAPER 3:PRINT " D R M F S L S D R M F"
:PAPER 2:SPEED KEY 1,1
110 PEN #1,2:PRINT #1:PRINT #1," DURACION:      ";d:PRINT #1," VOLUMEN:
      ";v:PRINT #1:PEN #1,1:PRINT #1," PULSA <q) ";PRINT #1,"    PARA
              CAMBIO"
120 IF INKEY(71)=0 THEN GOSUB 330
130 ON BREAK  GOSUB   590
140 IF INKEY(63)=0 THEN GOSUB 340
150 IF INKEY(67)=0 THEN GOSUB 600
160 IF INKEY(62)=0 THEN GOSUB 350
170 IF INKEY(55)=0 THEN GOSUB 360
180 IF INKEY(54)=0 THEN GOSUB 370
```

```
190 IF INKEY(46)=0 THEN GOSUB 380
200 IF INKEY(38)=0 THEN GOSUB 390
210 IF INKEY(39)=0 THEN GOSUB 400
220 IF INKEY(31)=0 THEN GOSUB 410
230 IF INKEY(30)=0 THEN GOSUB 420
240 IF INKEY(22)=0 THEN GOSUB 430
250 IF INKEY(60)=0 THEN GOSUB 440
260 IF INKEY(61)=0 THEN GOSUB 450
270 IF INKEY(52)=0 THEN GOSUB 460
280 IF INKEY(44)=0 THEN GOSUB 470
290 IF INKEY(45)=0 THEN GOSUB 480
300 IF INKEY(36)=0 THEN GOSUB 490
310 IF INKEY(29)=0 THEN GOSUB 500
320 GOTO 120
330 LOCATE 5,12:PEN 3:PRINT CHR$(143):LOCATE 3,23:PEN 1:PRINT CHR$(143
):SOUND 1,478,d,v:LOCATE 5,12:PEN 1:PRINT CHR$(143):LOCATE 3,23:PRINT
" ":RETURN
340 LOCATE 7,11:PEN 3:PRINT CHR$(143):LOCATE 7,23:PEN 1:PRINT CHR$(143
):SOUND 1,426,d,v:LOCATE 7,11:PEN 1:PRINT CHR$(143):LOCATE 7,23:PRINT
" ":RETURN
350 LOCATE 9,10:PEN 3:PRINT CHR$(143):LOCATE 10,23:PEN 1:PRINT CHR$(14
3):SOUND 1,379,d,v:LOCATE 9,10:PEN 1:PRINT CHR$(143):LOCATE 10,23:PRIN
T " ":RETURN
360 LOCATE 11,9:PEN 3:PRINT CHR$(143):LOCATE 14,23:PEN 1:PRINT CHR$(14
3):SOUND 1,358,d,v:LOCATE 11,9:PEN 1:PRINT CHR$(143):LOCATE 14,23:PRIN
T " ":RETURN
370 LOCATE 13,8:PEN 3:PRINT CHR$(143):LOCATE 17,23:PEN 1:PRINT CHR$(14
3):SOUND 1,319,d,v:LOCATE 13,8:PEN 1:PRINT CHR$(143):LOCATE 17,23:PRIN
T " ":RETURN
380 LOCATE 15,7:PEN 3:PRINT CHR$(143):LOCATE 20,23:PEN 1:PRINT CHR$(14
3):SOUND 1,284,d,v:LOCATE 15,7:PEN 1:PRINT CHR$(143):LOCATE 20,23:PRIN
T " ":RETURN
390 LOCATE 17,6:PEN 3:PRINT CHR$(143):LOCATE 24,23:PEN 1:PRINT CHR$(14
3):SOUND 1,253,d,v:LOCATE 17,6:PEN 1:PRINT CHR$(143):LOCATE 24,23:PRIN
T " ":RETURN
400 LOCATE 19,5:PEN 3:PRINT CHR$(143):LOCATE 27,23:PEN 1:PRINT CHR$(14
3):SOUND 1,239,d,v:LOCATE 19,5:PEN 1:PRINT CHR$(143):LOCATE 27,23:PRIN
T " ":RETURN
410 LOCATE 21,4:PEN 3:PRINT CHR$(143):LOCATE 31,23:PEN 1:PRINT CHR$(14
3):SOUND 1,213,d,v:LOCATE 21,4:PEN 1:PRINT CHR$(143):LOCATE 31,23:PRIN
T " ":RETURN
420 LOCATE 23,3:PEN 3:PRINT CHR$(143):LOCATE 34,23:PEN 1:PRINT CHR$(14
3):SOUND 1,190,d,v:LOCATE 23,3:PEN 1:PRINT CHR$(143):LOCATE 34,23:PRIN
T " ":RETURN
430 LOCATE 25,2:PEN 3:PRINT CHR$(143):LOCATE 38,23:PEN 1:PRINT CHR$(14
3):SOUND 1,179,d,v:LOCATE 25,2:PEN 1:PRINT CHR$(143):LOCATE 38,23:PRIN
T " ":RETURN
440 PAPER 0:LOCATE 5,19:PEN 1:PRINT CHR$(143):SOUND 1,451,d,v:LOCATE 5
,19:PRINT " ":PAPER 2:RETURN
450 PAPER 0:LOCATE 9,19:PEN 1:PRINT CHR$(143):SOUND 1,402,d,v:LOCATE 9
,19:PRINT " ":PAPER 2:RETURN
```

```
460 PAPER 0:LOCATE 15,19:PEN 1:PRINT CHR$(143):SOUND 1,338,d,v:LOCATE
15,19:PRINT " ":PAPER 2:RETURN
470 PAPER 0:LOCATE 19,19:PEN 1:PRINT CHR$(143):SOUND 1,301,d,v:LOCATE
19,19:PRINT " ":PAPER 2:RETURN
480 PAPER 0:LOCATE 22,19:PEN 1:PRINT CHR$(143):SOUND 1,268,d,v:LOCATE
22,19:PRINT " ":PAPER 2:RETURN
490 PAPER 0:LOCATE 29,19:PEN 1:PRINT CHR$(143):SOUND 1,225,d,v:LOCATE
29,19:PRINT " ":PAPER 2:RETURN
500 PAPER 0:LOCATE 32,19:PEN 1:PRINT CHR$(143):SOUND 1,201,d,v:LOCATE
32,19:PRINT " ":PAPER 2:RETURN
510 FOR t=20 TO 620 :ORIGIN t,20:DRAW 0,170,2:NEXT
520 ORIGIN 20,20:DRAW 600,0,0:DRAWR 0,170:DRAWR -600,0:DRAWR 0,-170

530 FOR t=20 TO 620 STEP 54.5:ORIGIN t,20:DRAW 0,170,0:NEXT
540 FOR da=1 TO 7:READ st:FOR f=-5 TO 25:ORIGIN 20+((st*54.5)-10)+f,80
:DRAW 0,110,0:NEXT:NEXT
550 DATA 1,2,4,5,6,8,9
560 FOR w=248 TO 380 STEP 32:ORIGIN 40,w:DRAW 380,0,2:NEXT
570 FOR rt=1 TO 11:LOCATE 3+(2*rt),13-rt:PAPER 2:PEN 1:PRINT CHR$(143)
:NEXT
580 RETURN
590  SPEED KEY  20,1:END
600 SPEED KEY  20,1:CLS #1:PRINT #1:INPUT #1," Duracion";d:PRINT #1:IF
 d<0 OR d>200 THEN GOTO 600
610 INPUT #1," Volumen";v:IF v<0 OR v>15 THEN GOTO 610
620 PRINT CHR$(7):CLS #1:PEN #1,2:PRINT #1:PRINT #1," DURACION:      ";
d:PRINT #1," VOLUMEN:        ";v:PRINT #1:PEN #1,1:PRINT #1," PULSA <q>
":PRINT #1,"    PARA                    CAMBIO" :RETURN
```





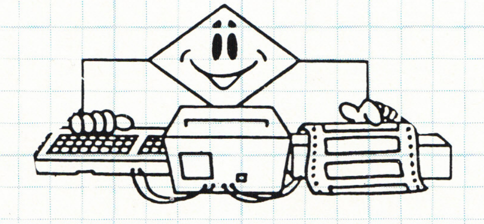
QUINIELAS

```
10 '******** QUINIELAS Y 1X2 *********       FCO. J.BLAZQUEZ-- GTS (c)-
85      ************************************
20 CLS:INK 0,0:INK 1,21:INK 3,6:BORDER 0:INK 2,13:PAPER 0
30 PEN 3:LOCATE 1,3.PRINT "                 QUINIELAS
       ------------- "
40 PRINT:PRINT:PRINT:PEN 2:PRINT "   Este programa esta ideado para da
r    combinaciones aleatorias de apuestas    simples,Se ha tratado de
conseguir una probabilidad similar a la real(suerte?) "
50 PRINT:PRINT " El programa cuenta con una doble opcion,dos tipos de
pantalla segun su gusto:
 (1)- Expertos                            (2)- Aficionados
            "

60 PEN 1:PRINT:PRINT "PULSE EL NUMERO DESEADO y SUERTE!!!!"
70 IF INKEY(64)=0 THEN GOTO 320
80 IF INKEY(65)=0 THEN GOTO 100
90 GOTO 70
100 '**************** 1X2 **************
110 MODE 1:INK 0,0:INK 1,9:INK 2,26:INK 3,20:BORDER 0
120 GOSUB 300
130 LET n=1
140 WINDOW #1,25,28,5,18
150 WINDOW #2,9,28,5,18:PAPER #1,0:CLS #1
```

```
160 LOCATE 15,1:PAPER 0:PEN 2:PRINT "QUINIELA":LOCATE 14,2:PAPER 0:PEN
 1:PRINT STRING$(10,"=")
170 ap=INT(10*(RND(1)))
180 IF ap>=0 AND ap<7 THEN ap$="1"
190 IF ap=7 OR ap=8 THEN ap$="X"
200 IF ap=9 THEN ap$="2"
210 PAPER #2,0:PEN #2,2:PRINT #2," Partido n:";n;".."
220 PAPER #1,0:PEN #1,3:PRINT #1,"   ";ap$
230 n=n+1:IF n>14 THEN GOSUB 250
240  GOTO 170
250 LOCATE 2,23:PAPER 0:PEN 3:PRINT " PULSA TECLA <O> PARA OTRA QUINIE
LA":
260 LOCATE 1,25:PAPER 0:PEN 3:PRINT " PULSA TECLA <C> PARA VOLVER AL M
ENU"
270 IF INKEY(62)=0 THEN GOTO 20
280 IF INKEY(34)=0 THEN GOTO 100
290 GOTO 270
300 ORIGIN 110,95:DRAW 0,265,1:DRAWR 340,0:DRAWR 0,-265:DRAWR -340,0
310 RETURN
320 '******* QUINIELAS AL AZAR ********
330 MODE 1:INK 0,13:BORDER 13:INK 1,3:INK 2,0:INK 3,0
340 PEN 3:PAPER 0:LOCATE 4,5:PRINT"Fco.j.Blazquez (1985)        (c)"
350 LOCATE 4,4:PRINT" QUINIELAS AL AZAR            GTS"
360 FOR f=9 TO 22:LOCATE 15,f:PEN 1:PRINT "1X21X21X21X21X21X21X21X2"
370 LOCATE 4,f:PEN 3:PRINT "apuesta ":NEXT
380 FOR g=1 TO 14:LOCATE 11,g+8:PEN 3:PRINT  g:NEXT
390 FOR f=9 TO 22:FOR u=15 TO 36 STEP 6:LOCATE u,f:PEN 0:PAPER 1:PRINT
 "1X2":NEXT u:NEXT
400 LOCATE 15,23:PRINT " 1 ":LOCATE 21,23:PRINT " 3 ":LOCATE 27,23:PRI
NT " 5 ":LOCATE 33,23:PRINT " 7 "
410 LOCATE 18,23:PEN 1:PAPER 0:PRINT" 2 ":LOCATE 24,23:PRINT " 4 ":LOC
ATE 30,23:PRINT " 6 ":LOCATE 36,23:PRINT " 8 "
420 FOR k=224 TO 608 STEP 16:ORIGIN k,47:DRAW 0,224,1:NEXT
430 FOR k=47 TO 271 STEP 16:ORIGIN 224,k:DRAW 384,0,1:NEXT
440 ORIGIN 38,48:DRAW 570,0,1:DRAWR 0,-16:DRAWR -570,0:DRAWR 0,16
450 ORIGIN 38,96:DRAW 570,0,1
460 ORIGIN 38,144:DRAW 570,0,1
470 ORIGIN 38,208:DRAW 570,0,1
480 ORIGIN 4,20:DRAW 618,0,2:DRAWR 0,350:DRAWR -618,0:DRAWR 0,-350
490 ORIGIN 20,360:DRAW 584,0:DRAWR 0,-58:DRAWR -584,0:DRAWR 0,58:ORIGI
N 440,360:DRAW 0,-58
500 LOCATE 1,1:PRINT CHR$(22)
510 LET ap=INT(10*(RND(1)))
520 FOR j=9 TO 22
530 LET ap=INT(10*(RND(1)))
540 IF ap>=0 AND ap<7 THEN LET px=0
550 IF ap=7 OR ap=8 THEN LET px=1
560 IF ap=9 THEN LET px=2
570 LOCATE 15+nf+px,j:PEN 3:PRINT "X":NEXT
580 LOCATE 1,1:PEN 0:PAPER 0:PRINT CHR$(22),1:
590 LOCATE 1,25:PAPER 0:PEN 3:PRINT " <B>-- VUELTA MENU   <C>-- Otra a
puesta"
```

```
600 IF INKEY(54)=0 THEN GOTO 20
610 IF INKEY(62)=0 THEN GOTO 640
620 GOTO 590
630 CLEAR:GOTO 330
640 nf=nf+3:IF nf>23 THEN GOTO 630
650 GOTO 500
```





DIBUJANDO

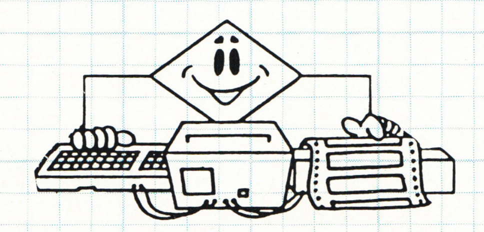
```
10 '**************************************
20 '******** DIBUJAR ES FACIL *********
30 '%%% Fco.J.BLAZQUEZ--- GTS (c) %%%%%
40 '************************************
50 MODE 1:INK 1,13:INK 2,2:INK 3,6
60 INK 0,0:BORDER 0:PAPER 0
70 GOTO 970
80 CLS:WINDOW #1,1,40,1,20:PAPER #1,0
90 WINDOW #2,1,40,21,25:PAPER #2,1
100 WINDOW #3,1,1,22,22:PAPER #3,1:PEN #3,1
110 PAPER 1:CLS:CLS #1:CLS #2
120 GOSUB 490
130 x=320:y=200:vc=2
140 PAPER 1:PEN 2:LOCATE 20,24:PRINT "X :"; x:LOCATE 28,24:PRINT "Y :"
;y
150 IF INKEY(0)=0 THEN y=y+vc
160 IF INKEY(2)=0 THEN y=y-vc
170 IF INKEY(8)=0 THEN x=x-vc
180 IF INKEY(1)=0 THEN x=x+vc
190 IF INKEY(34)=0 THEN vc=vc-1
200 IF INKEY(60)=0 THEN GOSUB 1130
```

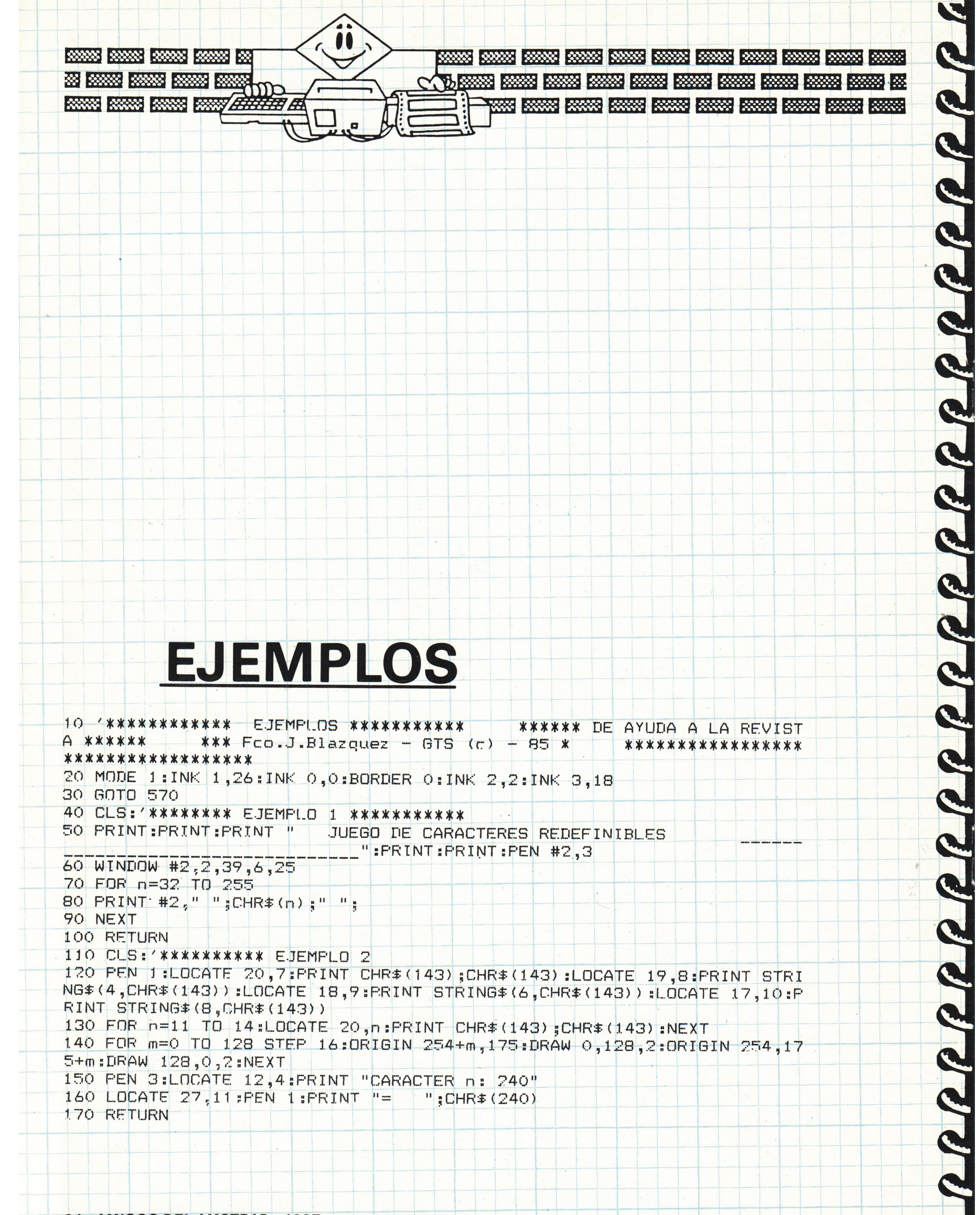
```
210 IF INKEY(36)=0 THEN GOSUB 1170
220 IF INKEY(27)=0 THEN vc=vc+1
230 IF vc>20 THEN vc=20
240 IF vc<1 THEN vc=1
250 LOCATE 34,22:PAPER 1:PEN 2:PRINT vc
260 IF INKEY(64)=0 THEN GOSUB 520
270 IF INKEY(65)=0 THEN GOSUB 610
280 IF INKEY(57)=0 THEN GOSUB 700
290 IF INKEY(56)=0 THEN GOSUB 800
300 IF INKEY(49)=0 THEN GOSUB 900
310 IF INKEY(9)=0 THEN GOSUB 950
320 IF INKEY(41)=0 THEN GOSUB 960
330 IF INKEY(48)=0 THEN GOSUB 940
340 IF INKEY(40)=0 THEN l=1:GOSUB 490
350 IF INKEY(33)=0 THEN l=2:GOSUB 490
360 IF INKEY(32)=0 THEN l=3:GOSUB 490
370 IF INKEY(25)=0 THEN l=0:GOSUB 490
380 IF INKEY(69)=0 THEN GOSUB 1120
390 GOSUB 410
400 GOTO 140
410 PRINT #3,CHR$(23);CHR$(1);
420 ORIGIN x,y
430 MOVER -8,0 : DRAWR 16,0,1
440 MOVER -8,-8: DRAWR 0,16
450 FOR j=0 TO 10:NEXT
460 DRAWR 0,-16: MOVER 8,8
470 DRAWR -16,0: MOVER 8,0
480 PRINT #3,CHR$(23);CHR$(0):RETURN
490 CLS #2:PEN #2,2:PRINT #2:PRINT #2,"  X e Y FIJADOS :";pp;",";pf;"
V.CURSOR :"
500 PRINT #2:PRINT #2,"  LAPIZ ":LOCATE 9,24:PEN 1:PRINT CHR$(143)
510 RETURN
520 CLS #2:PRINT #2:INPUT #2,"En que grado empiezo ";gi
530 PRINT #2:INPUT #2,"En que grado termino ";gt
540 IF gi>gt GOTO 520
550 PRINT #2:INPUT #2,"Dame radio ";r
560 PRINT #2:INPUT #2,"Salto ";s
570 IF s=0 THEN GOTO 560
580 FOR p=gi TO gt STEP s:DEG:ORIGIN x,y:DRAW r*SIN(p),r*COS(p),l:NEXT

590 GOSUB 490
600 RETURN
610 CLS #2:PRINT #2:INPUT #2,"En que grado empiezo ";gi
620 PRINT #2:INPUT #2,"En que grado termino ";gt
630 IF gi>gt GOTO 610
640 PRINT #2:INPUT #2,"Dame radio ";r
650 PRINT #2:INPUT #2,"Salto ";s
660 IF s=0 THEN GOTO 650
670 FOR p=gi TO gt STEP s:DEG:ORIGIN x,y:PLOT r*SIN(p),r*COS(p),l:NEXT
```

```
680 GOSUB 490
690 RETURN
700 CLS #2:PRINT #2:INPUT #2,"En que grado empiezo ";gi
710 PRINT #2:INPUT #2,"En que grado termino ";gt
720 IF gi>gt GOTO 700
730 PRINT #2:INPUT #2,"Dame radio 1";r1
740 PRINT #2:INPUT #2,"Dame radio 2";r2
750 PRINT #2:INPUT #2,"Salto ";s
760 IF s=0 THEN GOTO 750
770 FOR p=gi TO gt STEP s:DEG:ORIGIN x,y:PLOT r1*SIN(p),r2*COS(p),1:NE
XT
780 GOSUB 490.
790 RETURN
800 CLS #2:PRINT #2:INPUT #2,"En que grado empiezo ";gi
810 PRINT #2:INPUT #2,"En que grado termino ";gt
820 IF gi>gt GOTO 800
830 PRINT #2:INPUT #2,"Dame radio 1";r1
840 PRINT #2:INPUT #2,"Dame radio 2";r2
850 PRINT #2:INPUT #2,"Salto ";s
860 IF s=0 THEN GOTO 850
870 FOR p=gi TO gt STEP s:DEG:ORIGIN x,y:DRAW r1*SIN(p),r2*COS(p),1:NE
XT
880 GOSUB 490
890 RETURN
900 CLS #2:PRINT #2:INPUT #2," LADO ";b
910 ORIGIN x-(b/2),y-(b/2):DRAWR b,0,1:DRAWR 0,b:DRAWR -b,0:DRAWR 0,-b
920 GOSUB 490
930 RETURN
940 CLS #1:RETURN
950 LET pp=x:LET pf=y:GOSUB 490:RETURN
960 ORIGIN pp,pf:DRAW x-pp,y-pf,1:GOSUB 490:RETURN
970 CLS:
980 PEN 2:PRINT "     D I B U J A R   E S   F A C I L        ____________
__________________________ "
990 PRINT:PRINT:PEN 1:PRINT" Este programa sirve para dibujar de un
                                         modo sencillo y entretenido.Con
 solo                                            un poco de practica po
dras dibujar hasta                              "
1000 PRINT " donde tu imaginacion sea capaz  de
                         llegar."
1010 PRINT:PRINT "             PULSA TECLA PARA SEGUIR      ":WHILE INKEY$="
":WEND
1020 PEN 3:PRINT :PRINT:PRINT  "       TECLAS                     FUNCION
      _______                  ________"
1030 PEN 1:PRINT "       [1]..................Circulos                [2]....
..............Circunferencias      [3].................Elipses vacias"
1040 PRINT "      [4]..................Elipses llenas          [5]..........
.......Cuadrados              [6].................Cls                   [7]
..................Traza linea           [8]..................Pen 1(gris) "
1050 PRINT "      [9]..................Pen 2(azul)            [0]..........
.......Pen 3(rojo)            [-]................Pen 0(negro)           [CO
PY]..............Fija el origen                                para la linea
"
```

```
1060 PRINT "       [A]+CURSOR..........Pinta raya          [O]..........
.......- V,cursor           [P]..................+ V,cursor
1070 PRINT:PRINT "  Para borrar pinta encima con negro "
1080 PEN 3:PRINT:PRINT "           PULSA [E] PARA EMPEZAR "
1090 PEN 1:PRINT:PRINT "%%%%% Fco.J.Blazquez - GTS (c)'85 %%%%%%"
1100 IF INKEY(58)=0 THEN GOTO 80
1110 GOTO 1100
1120 ORIGIN x,y:PLOT 0,0,1:RETURN
1130 CLS #2:PRINT #2:INPUT #2," DAME NOMBRE ";n$
1140 SAVE n$,B,&C000,&4000
1150 GOSUB 490
1160 RETURN
1170 CLS #2:PRINT #2:INPUT #2," DAME NOMBRE ";n$
1180 LOAD n$,&C000
1190 GOSUB 490
1200 RETURN
```



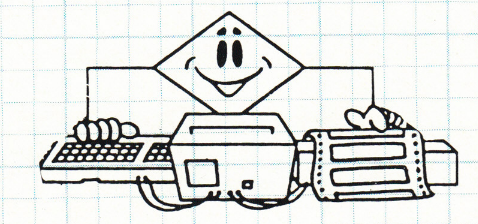


EJEMPLOS

```
10 '************* EJEMPLOS ***********      ****** DE AYUDA A LA REVIST
A ******     *** Fco.J.Blazquez - GTS (c) - 85 *     *****************
*******************
20 MODE 1:INK 1,26:INK 0,0:BORDER 0:INK 2,2:INK 3,18
30 GOTO 570
40 CLS:'******** EJEMPLO 1 ***********
50 PRINT:PRINT:PRINT "   JUEGO DE CARACTERES REDEFINIBLES             ------
----------------------------":PRINT:PRINT:PEN #2,3
60 WINDOW #2,2,39,6,25
70 FOR n=32 TO 255
80 PRINT #2," ";CHR$(n);" ";
90 NEXT
100 RETURN
110 CLS:'********** EJEMPLO 2
120 PEN 1:LOCATE 20,7:PRINT CHR$(143);CHR$(143):LOCATE 19,8:PRINT STRI
NG$(4,CHR$(143)):LOCATE 18,9:PRINT STRING$(6,CHR$(143)):LOCATE 17,10:P
RINT STRING$(8,CHR$(143))
130 FOR n=11 TO 14:LOCATE 20,n:PRINT CHR$(143);CHR$(143):NEXT
140 FOR m=0 TO 128 STEP 16:ORIGIN 254+m,175:DRAW 0,128,2:ORIGIN 254,17
5+m:DRAW 128,0,2:NEXT
150 PEN 3:LOCATE 12,4:PRINT "CARACTER n: 240"
160 LOCATE 27,11:PEN 1:PRINT "=    ";CHR$(240)
170 RETURN
```

```
180 CLS:'******* EJEMPLO 3
190 PEN 1
200 PEN 1:LOCATE 10,7:PRINT STRING$(2,CHR$(143)):LOCATE 9,8:PRINT STRI
NG$(4,CHR$(143)):LOCATE 8,9:PRINT STRING$(6,CHR$(143)):LOCATE 7,10:PRI
NT STRING$(8,CHR$(143))
210 FOR n=11 TO 14:LOCATE 10,n:PRINT CHR$(143);CHR$(143):NEXT
220 PEN 3:LOCATE 2,4:PRINT " CARACTER n: 240        NOTACION BINARIA
                    ---------------------"
230 FOR m=0 TO 128 STEP 16:ORIGIN 94+m,175:DRAW 0,128,2:ORIGIN 94,175+
m:DRAW 128,0,2:NEXT
240 PEN 1:FOR l=7 TO 14:LOCATE 18,l:PRINT "=":NEXT
250 WINDOW #1,23,30,7,15:PRINT #1,"0001100000111100011111101111111000
110000001100000011000000011000"
260 IF popo=4 THEN GOTO 280
270 RETURN
280 '********* EJEMPLO 4
290 PEN 2:FOR l=7 TO 14:LOCATE 21,l:PRINT "&X":NEXT
300 RETURN
310 CLS:' ********* EJEMPLO 5
320 PEN 1:LOCATE 5,7:PRINT STRING$(2,CHR$(143)):LOCATE 4,8:PRINT STRIN
G$(4,CHR$(143)):LOCATE 3,9:PRINT STRING$(6,CHR$(143)):LOCATE 2,10:PRIN
T STRING$(8,CHR$(143))
330 FOR l=7 TO 14:LOCATE 5,l:PRINT CHR$(143);CHR$(143):NEXT
340 LOCATE 1,2:PEN 1:PRINT " 128
 32                                              8
              2"
350 LOCATE 1,17:PRINT "  64                                             16
                                     4
        1"
360 FOR m=0 TO 128 STEP 16:ORIGIN 14+m,175:DRAW 0,128,2:ORIGIN 14,175+
m:DRAW 128,0,2:NEXT
370 ORIGIN 37,174:DRAW 0,-25,3:ORIGIN 73,174:DRAW 0,-41:ORIGIN 105,174
:DRAW 0,-56:ORIGIN 135,174:DRAW -10,-70
380 ORIGIN 22,305:DRAW 10,60,3:ORIGIN 55,305:DRAW 0,45:ORIGIN 87,305:D
RAW 0,30:ORIGIN 119,305:DRAW 0,14
390 ORIGIN 38,174:DRAW 0,-25:ORIGIN 71,174:DRAW 3,-41:ORIGIN 100,174:D
RAW 6,-57:ORIGIN 132,174:DRAW -8,-73
400 RETURN
410 '*********** EJEMPLO 6
420 WINDOW #4,13,22,7,15:PRINT #4,"&X00011000&X00111100&X01111110&X111
11111&X00011000&X00011000&X00011000&X00011000"
430 PEN 3:LOCATE 10,4:PRINT "NOTACION BINARIA   HEXADECIMAL"
440 WINDOW #3,33,35,7,15:PRINT #3," 24 60128255 24 24 24 24"
450 RETURN
460 '**************** EJEMPLO 7
470 CLS:PEN 1:PRINT:PRINT:PRINT "  ESTE PROGRAMA EXPONDRA EN PANTALLA
     EL CARACTER QUE HAYAS CREADO "
480 PRINT:PRINT "  EN CASO DE INTRODUCIR LOS DATOS EN        BINARIO,NO
 HAS DE OLVIDARTE DE PONER    < &X > DELANTE DE LAS OCHO CIFRAS
   EJ: &X11100111"
490 PRINT:PRINT:PRINT " EN CASO DE ROMPERSE EL PROGRAMA ,SE      DEBERA
 A UNA INTRODUCCION INCORRECTA     DE ALGUN DATO:  TECLEA < RUN >  Y
    VUELVE A INTENTARLO  CON CUIDADO"
```

```
500 SYMBOL AFTER 230
510 FOR x=1 TO 8
520 PRINT:PRINT "   El valor de a";x;:INPUT " es ";a(x)
530 NEXT
540 SYMBOL 231,a(1),a(2),a(3),a(4),a(5),a(6),a(7),a(8)
550 CLS:LOCATE 1,6:PRINT:PRINT:PRINT " ESTE ES TU CARACTER = ";CHR$(23
1)
560 RETURN
570 CLS:PEN 3:PRINT "                    ILUSTRACIONES
    ##############";
580 LOCATE 1,24:PEN 2:PRINT "     FCO.J.BLAZQUEZ - GTS (c) -1985-":LOCA
TE 1,5
590 PRINT:PRINT:PRINT:PEN 1:PRINT"     Esta seccion ha sido ideada con
la   finalidad de servir como complemento   ilustrativo a los concepto
s que en la    revista se explican."
600 PRINT:PRINT "  Escoja en cada momento el ejemplo que   en ella se
mencione...":PRINT
610 FOR v=1 TO 7:PRINT "    [";v;"].... Ejemplo";v:NEXT
620 IF INKEY(64)=0 THEN GOSUB 700
630 IF INKEY(65)=0 THEN GOSUB 710
640 IF INKEY(57)=0 THEN GOSUB 720
650 IF INKEY(56)=0 THEN GOSUB 730
660 IF INKEY(49)=0 THEN GOSUB 740
670 IF INKEY(48)=0 THEN GOSUB 750
680 IF INKEY(41)=0 THEN GOSUB 760
690 GOTO 620
700 GOSUB 40:GOTO 770
710 GOSUB 110:GOTO 770
720 GOSUB 180:GOTO 770
730 GOSUB 180:GOSUB 280:GOTO 770
740 GOSUB 310:GOTO 770
750 GOSUB 310:GOSUB 410:GOTO 770
760 GOSUB 460:GOTO 770
770 PEN 3:LOCATE 6,25:PRINT " PULSA TECLA [M] PARA MENU ""
780 IF INKEY(38)=0 THEN GOTO 570
790 GOTO 780
```





HECHIZO

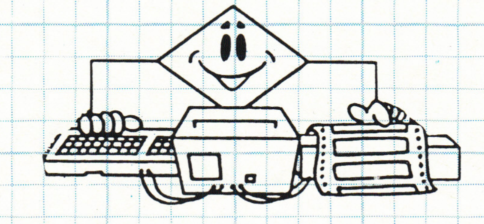
```
10 '************** HECHIZO ************
20 '* Fco.J.Blazquez - 1985 - GTS (c) *
30 '* PARA CHEMA EL TELENEGCO!!*****
40 '**********************************
50 CLEAR
60 MODE 1:INK 0,0:BORDER 0:INK 1,13:INK 2,21:INK 3,6
70 x=10:y=10:y1=10:x1=30
80 CLS
90 SYMBOL 255,255,60,56,24,24,16,16
100 SYMBOL 254,0,0,28,28,30,62,190,255
110 SYMBOL 253,126,2,254,128,255,1,127,64
120 SYMBOL 252,32,16,8,4,8,16,32,64
130 SYMBOL 251,129,255,90,176,195,219,126,231
140 SYMBOL 250,126,219,255,195,90,90,126,231
150 SYMBOL 249,64,21,64,18,64,41,68,145
160 SYMBOL 248,28,62,127,127,62,62,28,255
170 SYMBOL 247,0,8,28,8,8,8,8,0
180 SYMBOL 246,126,235,201,127,20,20,85,119
190 SYMBOL 245,0,20,54
200 SYMBOL 244,0,0,0,0,0,0,0,255
210 GOTO 780
220 CLS
```

```
230 PRINT CHR$(22):LOCATE 1,1:PEN 1:PRINT STRING$(40,CHR$(255)):PEN 3:
LOCATE 1,1:PRINT STRING$(40,CHR$(249)):PEN 1
240 LOCATE 1,21:PEN 1:PRINT STRING$(40,CHR$(254))
250 LOCATE 1,21:PEN 3:PRINT STRING$(40,CHR$(249))
260 FOR n=1 TO 21:PEN 1:LOCATE 1,n:PRINT CHR$(253):LOCATE 40,n:PRINT C
HR$(253):PEN 2:LOCATE 1,n:PRINT CHR$(252):LOCATE 40,n:PRINT CHR$(252):
NEXT
270 FOR b=22 TO 24:LOCATE 1,b:PEN 3:PRINT STRING$(40,CHR$(249)):PEN 2:
LOCATE 1,b:PRINT STRING$(40,CHR$(252)):NEXT:PEN 0:LOCATE 1,25:PRINT CH
R$(22),1:PEN 1:LOCATE 12,12
280 PEN 1:LOCATE 4,23:PRINT " PUNTOS ";CHR$(250);" :";p
290 PEN 1:LOCATE 24,23:PRINT " PUNTOS ";CHR$(251);" :";p1
300 PEN 1:LOCATE 17,25:PRINT "Fco.J.Blazquez- GTS (c)"
310 PEN 2:LOCATE x,y:PRINT CHR$(250):CALL &BD19:LOCATE x,y:CALL &BD19:
PRINT " "
320 PEN 3:LOCATE x1,y1:PRINT CHR$(251):CALL &BD19:LOCATE x1,y1:CALL &B
D19:PRINT " "
330 IF INKEY(69)=0 THEN y=y-1
340 IF INKEY(71)=0 THEN y=y+1
350 IF INKEY(63)=0 THEN x=x-1
360 IF INKEY(62)=0 THEN x=x+1
370 IF INKEY(13)=0 THEN y1=y1-1
380 IF INKEY(15)=0 THEN y1=y1+1
390 IF INKEY(7)=0 THEN x1=x1-1
400 IF INKEY(6)=0 THEN x1=x1+1
410 IF x<2 THEN x=2
420 IF x1<2 THEN x1=2
430 IF x>39 THEN x=39
440 IF x1>39 THEN x1=39
450 IF y<2 THEN y=2
460 IF y1<2 THEN y1=2
470 IF y>20 THEN y=20
480 IF y1>20 THEN y1=20
490 IF NOT TEST((16*(x-1)),400-(16*y))=0 THEN GOSUB 550
500 IF NOT TEST((16*(x1-1)),400-(16*y1))=0 THEN GOSUB 560
510 t=t+1:IF t>25 THEN GOSUB 570
520 ot=ot+1:IF ot>40 THEN GOSUB 730
530 IF p>49 OR p1>49 THEN GOTO 620
540 GOTO 310
550 LET p=p+1:SOUND 3,200,2,15:LOCATE 16,23:PEN 1:PRINT p:RETURN
560 LET p1=p1+1:SOUND 2,300,2,15:LOCATE 36,23:PEN 1:PRINT p1 :RETURN

570 SOUND 1,2500,2,13
580 t=0
590 LET j=INT(36*(RND(1)))
600 LET g=INT(19*(RND(1)))
610 LOCATE 1,25:PRINT CHR$(22):LOCATE 2+j,2+g:PEN 1:PRINT CHR$(248):LO
CATE 2+j,2+g:PEN 3:PRINT CHR$(247):PEN 0:LOCATE 1,25:PRINT CHR$(22),1:
RETURN
```

```
620 WINDOW #1,2,39,2,20:CLS #1
630 IF p>p1 THEN gnd=250
640 IF p>p1 THEN gd=251
650 IF p<p1 THEN gnd=251
660 IF p<p1 THEN gd=250
670 PRINT #1:PRINT #1:PRINT #1:PEN #1,1:PRINT #1,"         BRAVO !.. ";C
HR$(gnd);"                             HAS CONSEGUIDO ROMPE
R EL HECHIZO....                                  TU APARIENC
IA ES AHORA NORMAL "
680 PRINT #1:PRINT #1:PRINT #1,"     OYE... ";CHR$(gd)
690 PRINT #1:PRINT #1,"           SIGUE PROBANDO..."
700 PRINT #1:PRINT #1:PRINT #1,"     PULSA <ENTER> PARA OTRA PARTIDA "
710 IF INKEY(18)=0 THEN GOTO 10
720 GOTO 710
730 SOUND 1,500,2,13
740 ot=0
750 LET h=INT(36*(RND(1)))
760 LET u=INT(19*(RND(1)))
770 LOCATE 1,25:PRINT CHR$(22):LOCATE 2+h,2+u:PEN 2:PRINT CHR$(246):LO
CATE 2+h,2+u:PEN 3:PRINT CHR$(245):LOCATE 2+h,2+u:PEN 1:PRINT CHR$(244
):PEN 0:LOCATE 1,25:PRINT CHR$(22),1:RETURN
780 CLS
790 LOCATE 1,25:PRINT "HE"
800 FOR m=1 TO 32
810 FOR n=0 TO 15
820 ORIGIN 0,0:IF NOT TEST(m,n)=0 THEN GOSUB 850
830 NEXT:NEXT
840 GOTO 870
850 '
860 SOUND 1,400,2,14:LOCATE 10+(m/1.5),10-(n/2):PEN 1:PRINT CHR$(248):
LOCATE 10+(m/1.5),10-(n/2):PEN 2:PRINT CHR$(247):RETURN
870 PEN 1:LOCATE 1,25:PRINT "CHI"
880 FOR m=1 TO 48
890 FOR n=0 TO 15
900 ORIGIN 0,0:IF NOT TEST(m,n)=0 THEN GOSUB 920
910 NEXT:NEXT:GOTO 930
920 SOUND 1,400,2,14:LOCATE 5+(m/1.5),18-(n/2):PEN 1:PRINT CHR$(248):L
OCATE 5+(m/1.5),18-(n/2):PEN 2:PRINT CHR$(247):RETURN
930 LOCATE 1,25:PRINT "ZO "
940 FOR m=1 TO 32
950 FOR n=0 TO 15
960 ORIGIN 0,0:IF NOT TEST(m,n)=0 THEN GOSUB 980
970 NEXT:NEXT:GOTO 990
980 SOUND 1,400,2,14:LOCATE 10+(m/1.5),26-(n/2):PEN 1:PRINT CHR$(248):
LOCATE 10+(m/1.5),26-(n/2):PEN 2:PRINT CHR$(247):RETURN
990 LOCATE 1,25:PRINT "  ":FOR k=1 TO 5300:NEXT
1000 CLS:PRINT CHR$(22):LOCATE 1,1:PEN 1:PRINT STRING$(40,CHR$(255)):P
EN 3:LOCATE 1,1:PRINT STRING$(40,CHR$(249)):PEN 1:LOCATE 1,24:PEN 1:PR
INT STRING$(40,CHR$(254)):LOCATE 1,24:PEN 3:PRINT STRING$(40,CHR$(249)
```

```
1010 FOR n=1 TO 24:PEN 1:LOCATE 1,n:PRINT CHR$(253):LOCATE 40,n:PRINT
CHR$(253):PEN 2:LOCATE 1,n:PRINT CHR$(252):LOCATE 40,n:PRINT CHR$(252)
:NEXT:PEN 0:LOCATE 1,25:PRINT CHR$(22),1:PEN 1:LOCATE 12,12
1020 WINDOW #6,2,39,2,23:PEN #6,1
1030 PRINT #6:PRINT #6,"   Conseguiras recobrar tu aspecto
                              normal tras el HECHIZO ?"
1040 PRINT #6:PRINT #6,"    Para ello consigue 50 ptos antes
                            que tu hermano de desgracia..."
1050 PRINT #6:PRINT #6,"                 MANDOS
    ----------"
1060 LOCATE 7,13:PEN 2:PRINT CHR$(250):LOCATE 30,13:PEN 3:PRINT CHR$(2
51)
1070 LOCATE 4,15:PEN 1:PRINT "[A]..Subir          [1]..Subir"
1080 LOCATE 4,17:PEN 1:PRINT "[Z]..Bajar          [O]..Bajar"
1090 LOCATE 4,19:PEN 1:PRINT "[X]..Izquierda      [.]..Izquierda"
1100 LOCATE 4,21:PEN 1:PRINT "[C]..Derecha    [enter]..Derecha"
1110 LOCATE 7,23:PEN 3:PRINT "    PULSA <E> PARA EMPEZAR    "
1120 PEN 1:LOCATE 1,25:PRINT "   Fco.J.Blazquez - GTS (c) - 1985 "
1130 IF INKEY(58)=0 THEN GOTO 220
1140 GOTO 1130
```

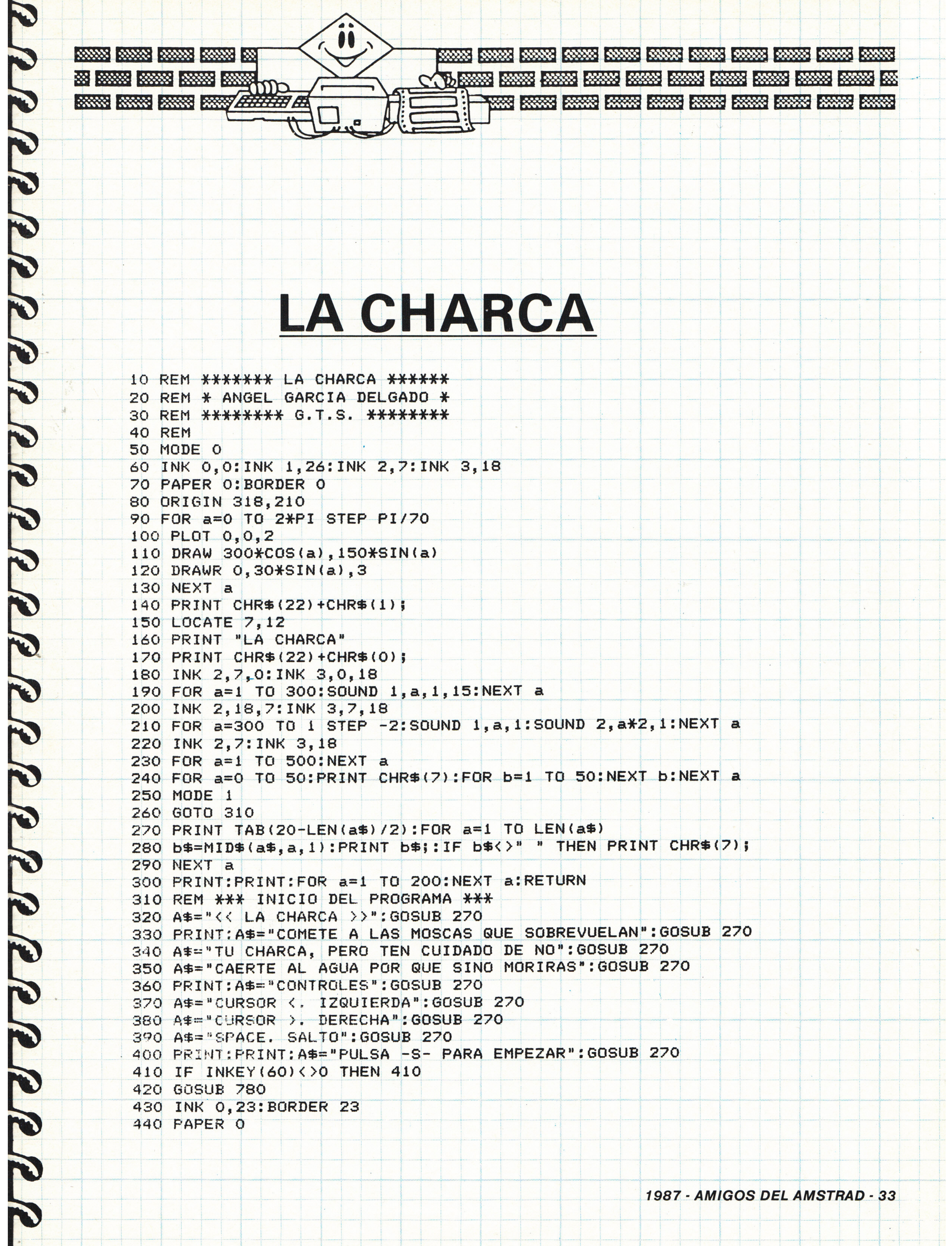




TEST

```
10 '**********************************
20 '**** FCO.J.BLAZQUEZ -GTS(c) *****
30 '******** TEST n: 1 **************
40 GOSUB 370
50 SYMBOL AFTER 90
60 SYMBOL 92,0,24,0,24,48,96,102,60
70 SYMBOL 94,0,126,219,231,60,36,36,102
80 SYMBOL 163,24,0,24,24,24,24,24,24
90 CLS:GOSUB 370
100 INK 0,1:BORDER 1:INK 1,13:INK 2,15:INK 3,0
110 PAPER 2:CLS
120 WINDOW #1,2,39,2,3:PAPER #1,0:PEN #1,1:CLS #1
130 PRINT #1,"                 - TEST -                  Creaccion de n
uevos caracteres"
140 LOCATE 1,25:PAPER 2:PEN 0:PRINT "   FCO.J.BLAZQUEZ - GTS(c) -  TES
T "
150 WINDOW #2,2,30,5,24:PAPER #2,3:PEN #2,1:CLS #2
160 WINDOW #3,32,39,5,24:PAPER #3,1:PEN #3,0:CLS #3
170 FOR v=1 TO 16
180  PRINT #3:PRINT #3:PRINT #3,"ACIERTOS":PRINT #3,"  ";act
190 PRINT #3:PRINT #3,"PREGUNTA ":PRINT #3," n :";v
200 PRINT #3:PRINT #3,"1.....SI":PRINT #3:PRINT #3,"2.....NO"
210 PRINT #3:PRINT #3:PRINT #3
220 READ p$,na,f$
230 CLS #2:PRINT #2:PRINT #2:PRINT #2:PRINT  #2,"  ";p$;:INPUT #2,;re
240 IF re>2 OR re<0 THEN 230
```

```
250 LET re=INT(re)
260 IF re=na THEN GOSUB 290
270 IF NOT re=na THEN GOSUB 330
280 NEXT:GOTO 540
290 CLS #2:PRINT #2:PRINT #2:PRINT #2:PRINT #2,"      ###ACIERTO!!!    "
:
300 act=act+1
310 FOR m=1 TO 2900:NEXT:CLS #2
320 RETURN
330 CLS #2:PRINT #2:PRINT #2:PRINT #2:PRINT #2,"      ### ERROR !!!
";
340 PRINT #2:PRINT #2,f$
350 FOR m=1 TO 2900:NEXT:CLS #2
360 RETURN
370 DATA "    Si tecleamos :
  PRINT CHR$(?)                                            \Aparecera alg
o en pantalla ",2," No.Tiene valor de funcion "
380 DATA "  \Es necesario usar            una cuadricula para formar
     los nuevos caracteres",2,"      No,Tan solo hasta        tener pra
ctica. "
390 DATA " \Es correcto el comando :        symbol after 300",2,"Tan so
lo tenemos del 0 al 255"
400 DATA "         'Symbol after 250'      \Deja libres 6 caracteres",1,"
 Si,pues el 250 esta incluido."
410 DATA " \ Es obligatorio el uso de    < Symbol after >",2," Solo si
 definimos un          caracter menor de 240"
420 DATA " \ Es obligatorio el uso de    < Symbol >",1," Si pues deter
mina el numero  de caracter "
430 DATA " El valor binario de linea    a1=00101000 \ Es correcto",2,"
 Hemos olvidado anteponer <&X>"
440 DATA "\Los valores de a1..a8 pueden ir en binario y hexadecimal
   a la vez",1," Si se puede siempre que no  olvidemos poner &X en bin
ario"
450 DATA " \Es correcto lo siguiente :?  &X00001111=15( En hex.)",1,""
460 DATA "\El valor 'Hex' de &X11110000 es 240",1,
470 DATA "\El valor 'Hex' de &X10000001 es 129",1,
480 DATA "\El valor 'Hex' de &X11100001 es 100",2,
490 DATA "\El valor 'Hex' de &X00001000es 10",2,
500 DATA "\El valor 'Hex' de &X00011000es 24",1,
510 DATA "\Es valida la expresion .... symbol 40,255,256,1,1,0,1,1",2,
" No,pues ningun numero Hex.   es mayor de 255"
520 DATA "\ Corresponden las cifras hex 0,126,219,231,60,36,36,102
al caracter...^ ",1,
530 RETURN
540 MODE 1
550 INK 0,0:BORDER 0:INK 1,26:PEN 1:PAPER 0
560 CLS
570 PRINT:PRINT:PRINT "              FINAL DE TEST  "
580 PRINT:PRINT "     Has acertado ";act;" preguntas "
590 LET act=(act*100)/16
600 PRINT:PRINT "     Eso significa el";act;"%"
610 PEN 2:PRINT:PRINT:PRINT "  PULSA TECLA [A] PARA OTRO TEST  "
620 IF INKEY(69)=0 THEN 640
630 GOTO 620
640 CLS:CLEAR:GOTO 40
```



LA CHARCA

```
10 REM ******* LA CHARCA ******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "LA CHARCA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< LA CHARCA >>":GOSUB 270
330 PRINT:A$="COMETE A LAS MOSCAS QUE SOBREVUELAN":GOSUB 270
340 A$="TU CHARCA, PERO TEN CUIDADO DE NO":GOSUB 270
350 A$="CAERTE AL AGUA POR QUE SINO MORIRAS":GOSUB 270
360 PRINT:A$="CONTROLES":GOSUB 270
370 A$="CURSOR <. IZQUIERDA":GOSUB 270
380 A$="CURSOR >. DERECHA":GOSUB 270
390 A$="SPACE. SALTO":GOSUB 270
400 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 GOSUB 780
430 INK 0,23:BORDER 23
440 PAPER 0
```

```
450 INK 1,0:INK 2,10:INK 3,18
460 MODE 1
470 WINDOW #1,1,40,20,25:PAPER #1,2:PEN#1,3
480 WINDOW #2,1,40,1,2
490 CLS#1
500 S$="    deeeef       deeeeeeeef       deeeef     ":PRINT#1,S$;
510 P=0:V=3
520 GOSUB 750
530 X=19:Y=20:XB=X:YB=Y
540 XM=2+INT (RND*16):YM=39
550 ENT 1,40,-1,1
560 ENT 2,40,-2,1
570 IF S=0 THEN IF NOT INKEY(47) THEN SOUND 1,100,15,10,0,1:S=16
580 IF S>0 AND S<9 THEN X=X+1
590 IF S>8 THEN X=X-1
600 IF S>0 AND NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
610 IF S>0 AND NOT INKEY(1) THEN Y=Y+1:IF Y>40 THEN Y=40
620 YM=YM-1:IF YM<1 THEN LOCATE 1,XM:PRINT"   ":YM=38:XM=4+INT(RND*14)
630 LOCATE YM,XM:PRINT"c "
640 LOCATE YB,XB:PRINT" ":LOCATE Y,X:IF S>0 THEN PRINT"b"
650 IF S<1 THEN PRINT"a"
660 IF XM=X AND YM=Y THEN GOSUB 720
670 YB=Y:XB=X
680 S=S-1:IF S<0 THEN S=0
690 IF X=19 THEN IF MID$(S$,Y,1)=" " THEN GOSUB 710
700 GOTO 570
710 SOUND 4,500,30,10,0,1,31:LOCATE yB,xB:PRINT"g":V=V-1:GOSUB 750:S=0:Y=20:RETU
RN
720 SOUND 1,100,20,10,0,2:LOCATE YM,XM:PRINT" "
730 P=P+15:GOSUB 750
740 YM=0:RETURN
750 LOCATE #2,3,1:PRINT#2,"PUNTOS: ";P:LOCATE #2,26,1:PRINT#2,"VIDAS: ";V
760 IF V<1 THEN GOTO 870
770 RETURN
780 SYMBOL AFTER 97
790 SYMBOL 97,0,24,60,90,126,255,90,195
800 SYMBOL 98,153,189,90,126,255,189,90,195
810 SYMBOL 99,195,165,153,126,219,255,165,129
820 SYMBOL 100,255,91,54,11,5,0,0,0
830 SYMBOL 101,255,251,237,85,171,0,0,0
840 SYMBOL 102,255,218,108,208,160,0,0,0
850 SYMBOL 103,34,0,136,1,32,10,128,18
860 RETURN
870 REM *** GAME OVER ***
880 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
890 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
900 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
910 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
920 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
930 FOR A=1 TO 50:A$=INKEY$:NEXT A
940 PEN 1
950 IF INKEY(60)=0 THEN RUN 250
960 IF INKEY(46)=0 THEN CALL 0
970 GOTO 950
```


MSX
N.º 18
690 Ptas.
SOFTWARE
ATAQUE A LOS DIQUES
SELECCION
DE LOS
MEJORES
PROGRAMAS